TOM CLANCY'S

GHOST RECON® 2

UBISOFT

MANUAL

Precautions

• This disc contains software for the PlayStation®2 computer entertainment system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®2 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®2. • Read the PlayStation®2 Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®2 always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

Health Warning

For your health, be sure to take a break of about 15 minutes during every hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a well-lit room, sitting as far from the screen as the cord will allow. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These people may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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See back page of this manual for Customer Service Numbers.

SLES-52646

1 Player • Memory Card (8MB) (for PlayStation®2) : 225KB minimum • Analog Control Compatible: analog sticks only • Vibration Function Compatible • Network Adaptor (Ethernet) (For PlayStation® 2) Compatible: 2-16 players

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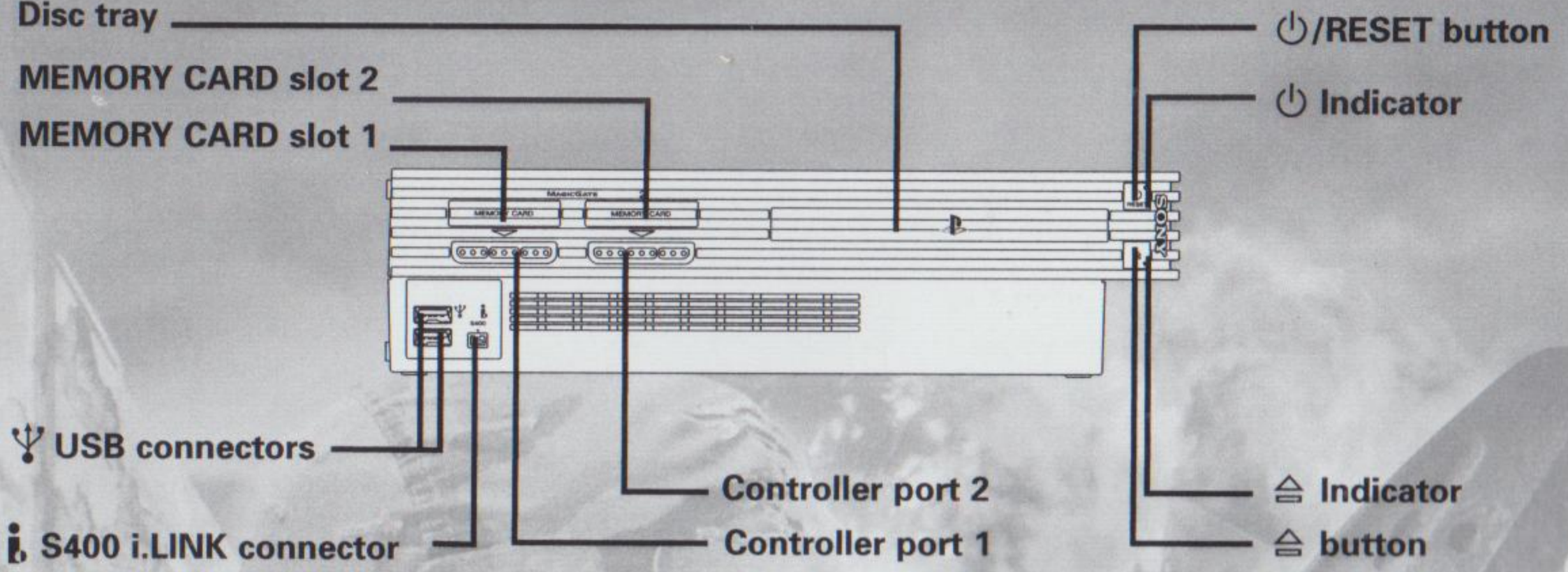
GETTING STARTED

PlayStation®2 [front panel]



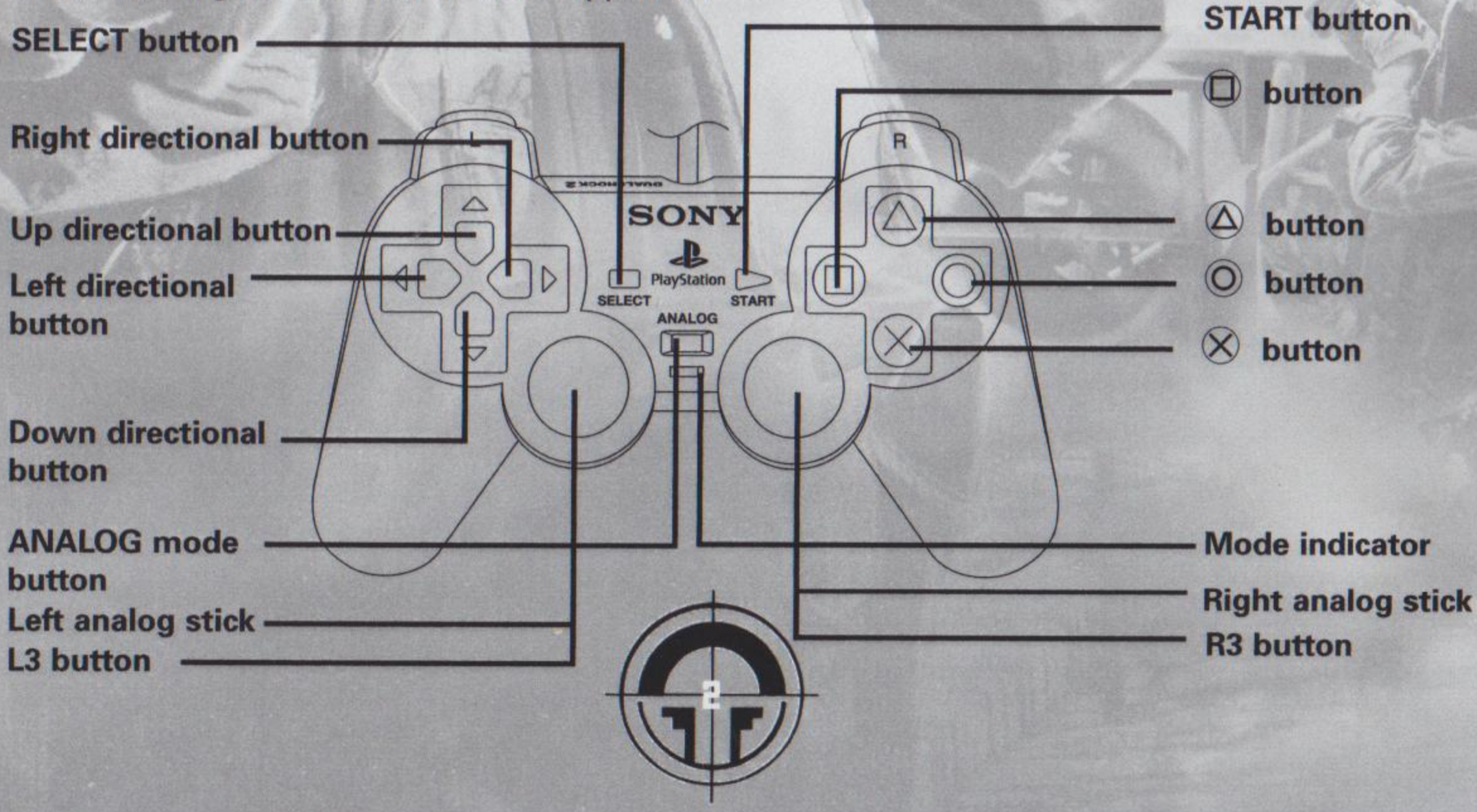
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the ⏻/RESET button. When the ⏻ indicator lights up, press the ⏏ button and the disc tray will open. Place the Ghost Recon® 2 disc on the disc tray with the label side facing up. Press the ⏏ button again and the disc tray will close. Attach game controllers and other accessories, if need be. Follow on-screen instructions and refer to this manual for information on using the software. You can select your preferred language from the language select screen upon boot-up. It is advised that you do not insert or remove accessories once the power is on. Make sure there is enough free space on your memory card (8MB) (for PlayStation®2) before commencing play. Any existing profile data will be auto-loaded upon boot-up.

Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your console. You can load saved game data from the same memory card (8MB) (for PlayStation®2) or any memory card (8MB) (for PlayStation®2) containing previously saved games.

STARTING UP

NOTE: The digital controller is NOT supported.

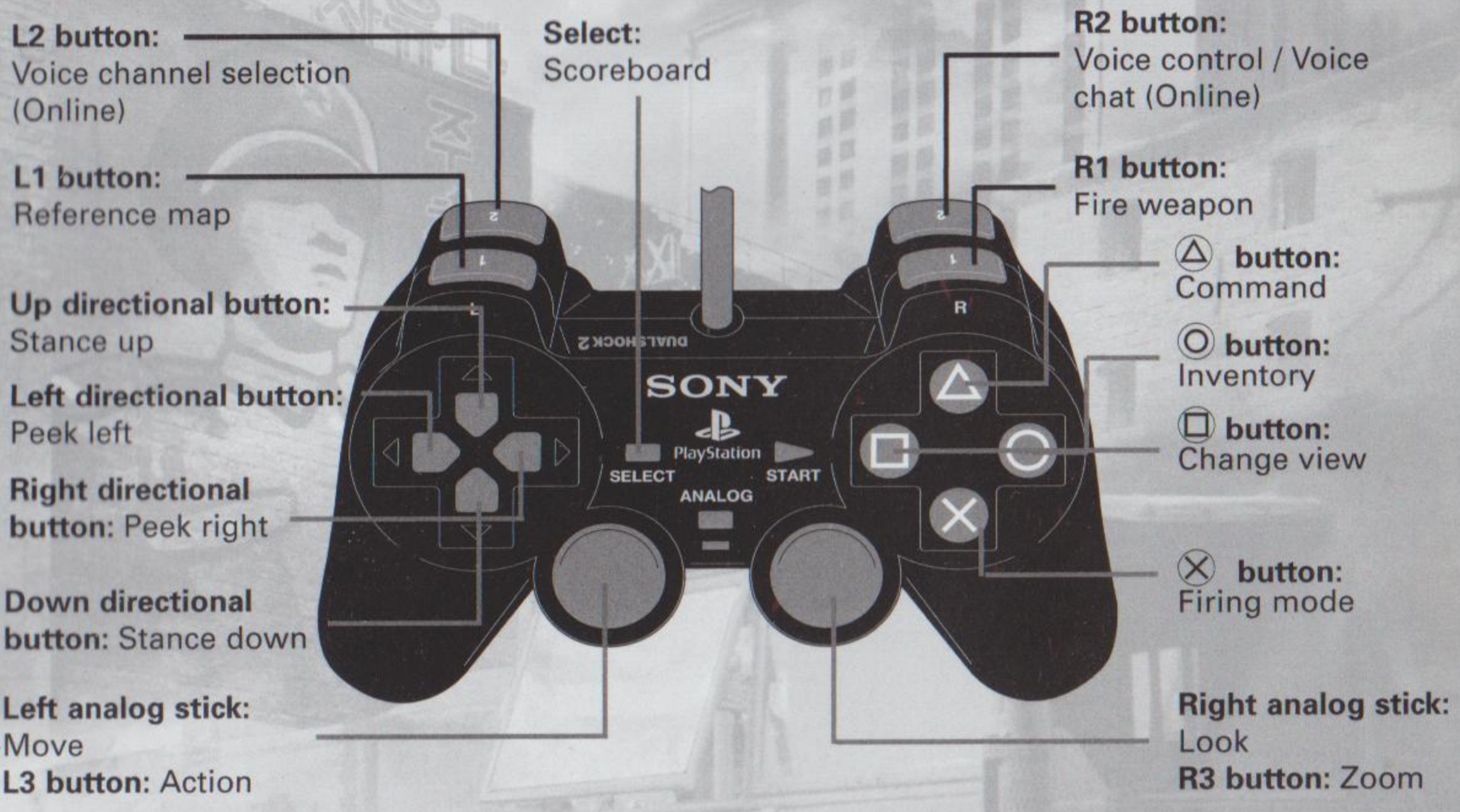


Basic Menu Controls

- Press the directional buttons or use the left analog stick to browse or cycle through the different options.
- Press the ⊗ button to select a submenu, go to the next screen, or change the current option.
- Within the submenu, press the △ button to return to the previous screen.

Gameplay Controls

- These are the basic commands for the default controller configuration.



SETTING UP FOR ONLINE PLAY

Ghost Recon® 2 Online functions only through a broadband (DSL or cable modem) connection.

Network Configuration

A memory card (8MB)(for PlayStation®2) with a valid your network configuration file is required to play Ghost Recon® 2 online. Before playing online, a valid your network configuration file must be created and saved on the memory card (8MB)(for PlayStation®2) using your Network Access Disc, which is included with your Network Adaptor (Ethernet) (for PlayStation®2).

Network Adaptor (Ethernet)(for PlayStation®2)

Install the Network Adaptor (Ethernet)(for PlayStation®2) in your console according to the instructions in its Instruction Manual.

Caution: Unplug your PlayStation®2 console's AC power cord before adding any networking equipment to the system.

Ports 3658 and numbers 10070 to 10080 are used (in UDP protocol) by the game. Ports number 40000 to 42999 and 6668 are used (in TCP protocol) for connection to ubi.com™. Ports 41006, 4400 and numbers 45000 to 45001 are used (in UDP protocol) for connection to ubi.com. So, if you have a firewall, you must open these ports. If you use a router with a single IP address, you must route these ports to your PlayStation®2 console.

Troubleshooting

If a connection to the network cannot be established:

- The AC power cord for the PlayStation®2 console is not fully inserted into the AC IN connector. Check that the AC power cord is fully inserted into the AC IN connector.
- The Network Adaptor (Ethernet)(for PlayStation®2) is not .. properly installed in the PlayStation®2 console. Check that the Network Adaptor (Ethernet)(for PlayStation®2) is properly installed.
- The network is busy. Wait a few minutes, and try to access the network again.
- Check that the network cable is properly connected.

USB Headset (Optional)

In single-player mode, connect the USB headset into either the upper or lower USB connector on the front of the console to become a real field operative. Once equipped, you can speak directly to your teammates, who will carry out your orders. In multiplayer mode, the USB headset allows you to chat with teammates or observers (during gameplay), as well as with all the players in the game session in the session lobby. This is an optional feature and is not required to play the game, but you will be more efficient if you play as part of a team.

The USB headset connects to either the upper or lower USB connector located on the front of your console. With the USB symbol facing up, insert the USB connector into either the upper or lower USB connector. Set up your console to connect over the Internet.

INTRODUCTION

The Ghosts are an elite U.S. Special Forces unit using the most advanced technology the United States has to offer. They are the first unit deployed in dangerous situations and the last ones to leave when things get rough.

Get ready for edge-of-your-seat action and challenging tactical gameplay. Prepare to put your senses to the test against terrifying new threats to world peace and security. The fate of the world might just depend on you.

The Story

The year is 2007. After a U.S. ship is mysteriously sunk in the Sea of Japan, tensions between North Korea and the United States of America reach breaking point. As enemy soldiers advance towards the DMZ (demilitarized zone), the United States decide to adopt a purely defensive position against North Korea, in the hopes of defusing the crisis in time. Officially, no American soldier is deployed in North Korean territory ... But, officially, the Ghosts don't exist.

The Ghosts are the only unit deployed behind North Korean enemy lines. Their mission: to undermine the invasion of South Korea, bringing the North Korean war machine to a halt. The fate of the Korean peninsula, and perhaps the fate of the whole world, rests on their shoulders.

Characters

You are Captain Scott Mitchell, squad leader of the Ghost team, deployed deep behind enemy lines. The lives of your eight teammates are in your hands. They are:

Rifleman Jennifer Burke

Grenadier Derrick Parker

Rifleman Joe Ramirez

Grenadier David Foster

Gunner Nick Salvatore

Marksman Alicia Diaz

Gunner Marcus Brown

Marksman Mike Kim

MAIN MENU

Single Player Menu

Access the single-player modes and options.

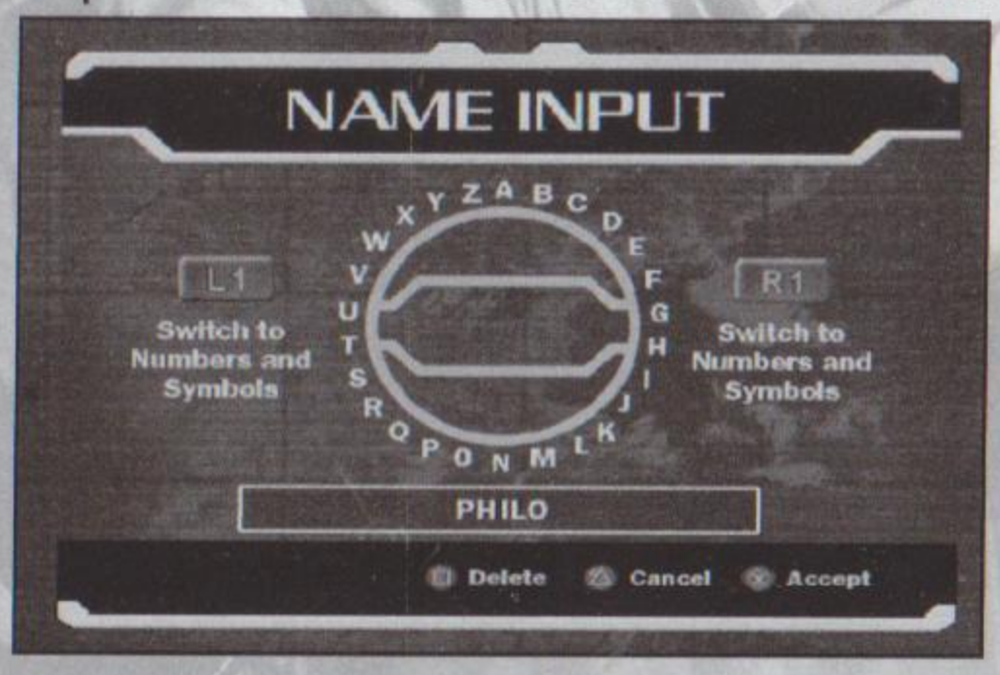
Multiplayer Menu

Connect to ubi.com to play online against human opponents (broadband connection required).

Profiles

The first step consists in updating the game's database so it can store information about your progress. This is done with a profile, saved on a memory card (8MB)(for PlayStation®2). Each profile can contain up to six unique characters, along with info on the campaigns in which they are involved.

To create a profile, select New Profile. Enter a name for your hero that will not exceed 10 characters. Press the ⊗ button to confirm your input and the □ button to delete it. Press the ⊗ button to validate the name and go back to the Main Menu.



You can also edit an existing profile by selecting Edit Profile. Here you can change the profile name and other settings. You can also reconfigure your controller. Your profile details will be automatically saved upon returning to the Main Menu.

Note: Tom Clancy's Ghost Recon® 2 only supports MEMORY CARD slot 1. You will be given the opportunity to save game progress on a memory card (8MB)(for PlayStation®2) upon completion of each level.

Campaign

Play the missions sequentially and see the unfolding storyline of Ghost Recon® 2.

Quick Mission

Play the unlocked missions in the following game modes:

- **Mission:** Regular, objective-oriented missions.
- **Firefight:** Eliminate all enemy forces to complete the mission.
- **Lone Wolf:** Act on your own, accomplishing the goals with your cutting-edge equipment.

Training

Learn the basic skills needed to play the game.

Extras

Review your game performance, review campaign mode movies, and access additional content.

Options and Configuration

You can choose one of three configurations for your controller and change sensitivity and vibration settings:

- Voice Through Speakers.
- Volume.
- Controller Vibration.
- Invert Look.
- Controller Sensitivity.
- Controller Configuration.

Online Game Menu

- **News:** Read news about the game and ubi.com.
- **Messages:** Access your messages.
- **Lobby:** Access the different lobbies (to play the game).
- **Friends List:** Access your list of friends.
- **Ladder:** Consult the world rankings for ubi.com. When you play ranked games, you receive points for each victory. These points allow you to advance in military rank. After selecting certain search filters, press the Ⓧ button to display the ranking. In this page, you can modify the ranking criteria to sort players in various ways. Each ranking criterion can be modified using one of the controller buttons (further instructions are displayed on-screen).
- **Settings:** Edit your personal setup information.
- **Ignore List:** Access your blacklist.
- **logout:** Disconnect from ubi.com and return to the game's Main Menu.

BEGINNING A MISSION

DESCRIPTION
TANK AMBUSH
2007-07-06 11:15 Clear
Main Battle Tanks on the move. It's headed straight for an important sector of the DMZ fortifications before they can be fully manned. It's essential to stop that column as far north as we can. That means fighting well inside North Korean
Best Score: 0
- Objectives -
Secure the radar station hill
Rendezvous with South Korean Lieutenant Yi
Menu
Back
Accept

Briefing

Mission Information

Before starting a new mission, you will be briefed on its conditions, parameters, and objectives. You may skip the briefing text if you want.

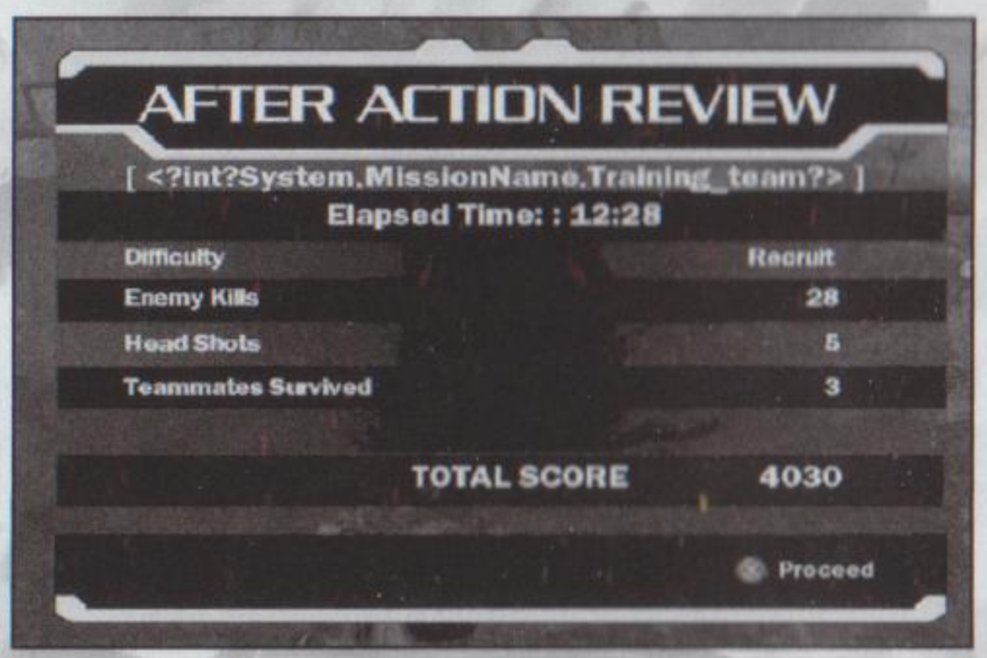
Objective List

A list of main objectives will be displayed, along with visual information on the locations of your targets. Following are examples of objectives:

- Eliminate your enemies.
- Sabotage hostile structures.
- Recon an enemy site.
- Rescue a VIP.

Debriefing

After each mission, an AAR (After-Action Review) screen will display a score of your performance for the completed mission, along with a preview of the next chapter of action.



INTO THE ACTION

Player Setup

Weapon Selection

Each Ghost team leader will have four weapon slots. Slot 1 is for your primary weapon. Slot 2 is for your sidearm. In slot 3 you can carry a special weapon such as a Ranger to deal with enemy vehicles. Slot 4 holds grenades.

Squad Details

Check out who is on your team for the mission and adapt your strategies to make the most of their special abilities.

HUD Introduction

Reticle

Your reticle should be the focus of your attention.

It shows you where to aim and shoot. Different reticles match different classes of weapons in your arsenal. The reticle consists of two parts: the centre component and the pips.The centre displays your current aim.The pips are small lines representing your range of accuracy at any given moment. The longer you focus on a particular target, the closer to the centre of the reticle the pips move, and the more accurate your fire is. Any shots you fire will hit a spot within the area delimited by the pips.

Radar

The radar is at the top right corner of the screen. Enemies within the range of the radar will appear as red dots, and friendly forces as green dots. The direction in which you are currently facing will also be shown on the map.

Command Signs

The status of your teammates and your currently issued command will be displayed at the top left corner of the screen.

Weapon Info

You can view how much ammo you have left and how many clips you still possess at the bottom right corner of the HUD. Your weapon's shooting mode is also displayed here.

Reference Map

Pressing the L1 button triggers the reference map. It's a bird's-eye view of the territory where your team is deployed and is marked by landmarks and critical structures.The next objective will be flagged on the map and explained at the bottom of the map.

Control Your Hero

Walk and Run

Press the Left analogue stick up and down to walk forward and backward. Press the Left analog stick left and right to sidestep. Those movements do not change the direction the character is facing. To look around and change your direction, move the Right analog stick around. Moving the Right analog stick changes the direction the character is facing, but will not move the character around.

To run, press the Left analog stick to the maximum angle while moving forward. Running increases your speed while decreasing your accuracy.

Zoom

You can zoom-in with most of your main and side arms. Zooming-in will provide you with more detailed images of your target,

but your sight coverage will be largely reduced at the same time, especially while you are handling a sniper rifle with a powerful magnifying scope.

Stances

You can adopt three stances in Ghost Recon® 2: upright, crouched, and prone. The higher your stance, the faster you move, but then you are more likely to be found and shot by enemies. Press the Drop Stance button to lower your stance and the Raise Stance button to move to a higher stance.

Peeking

Taking cover is always a good idea once the guns start blazing. By peeking out of your shelter you can hit your enemy from a barely exposed position. You can press the Left and Right directional buttons to peek left and right.

Firing Modes

By pressing and holding the Firing Mode button, you can choose your firing mode as single shot, small burst, three rounds, or fully automatic. Options might be limited to specific weapons.

Actions

A number of important actions occur frequently in the game world. By pressing the Action button, you can pick up a gun left by the enemy, man a mounted machine gun, plant a demolition kit, or rescue a hostage.

Night Vision

Night vision is vital in dark environments. Press the View button ◻ to toggle to your night vision goggles, and gain advantage in night combat.

Command Your Men

As they enter a challenging mission, your squad will expect you to act as a leader and issue the right commands at the right time and place.

The target of your order is always framed by your reticle. For instance, if you point your reticle at an enemy and issue the Suppress command, your squad will suppress that enemy. To select an order, press and hold the Command button △, then select the desired order with the directional buttons or the left analog stick. To issue a Quick Order, press the Command button without holding it. Possible orders are:

- **Quick Order:** When certain targets are within your reticle, simply pressing the Command button will issue a target-related order to the team member who is closest to the target or the most capable of carrying out the order.
- **Advance:** Send two teammates to a desired location. Although they are perfectly capable of defending themselves, make sure you do not send them in areas that are too dangerous or exposed.
- **Suppress:** Order the entire team to unleash full firepower upon the enemies in the covered arc. You could take a chance and flank your enemy
- **Fragmentation:** While one of your teammates is suppressing the enemies, the rest of the squad will simultaneously throw grenades at the enemy line. This can be a dramatically effective attack, but be careful when exposing your teammates.
- **Scout:** Send one of your teammates to check out the area ahead. This can prevent you from being ambushed.
- **Regroup:** Call your teammates to gather around you before you decide the next course of action.
- **Hold:** Tell your teammates to hold their position when you need them to stay put so you can act on your own.
- **Voice Commands**

  If you have a USB headset, you can give orders to your team simply by holding the Voice Control button and speaking your command into the microphone. For instance, you can just say, "Go!" and your team will move on.

  - Advance command:"**Move out!**"
  - Suppress command:"**Covering Fire!**"
  - Fragmentation command:"**Grenade!**"
  - Scout command:"**Scout!**"
  - Hold command:"**Hold position!**"
  - Regroup command:"**Regroup!**"

Pause

Pressing the START button while you're in the middle of a mission will call up the Pause menu. You can choose to resume the mission, restart the mission or abort the mission and return to the Main menu.

QUICK MISSION LONE WOLF MODE

IFn Lone Wolf mode, no one watches your back. However, equipped with the most advanced individual combat weaponry to date, you still possess unrivalled superiority when confronting small groups of enemies. Your high-accuracy, high-ammo capacity automatic rifle comes with a 6x scope and is mounted with an air-burst grenade launcher, even allowing you to blow up enemies in their shelters. If required by the mission objectives, you can call for air strikes to wreak havoc upon enemy vehicles and installations.

QUICK MISSION:FIREFIGHT

In Firefight mode, you can progress through a campaign map without worrying about mission objectives. Your mission is simple: eliminate all enemies from the map. The mission ends once you have killed all the enemy units.

ONLINE PLAY

A Network Adaptor (Ethernet) (for PlayStation®2) is required to play online. Install the Network Adaptor (Ethernet) (for PlayStation®2) into your console according to the instructions in its instruction manual. A memory card (8MB) (for PlayStation®2) with a valid Your Network Configuration file is required to play online.

DNAS logotype is a trademark of Sony Computer Entertainment Inc.

Game Modes

Ghost Recon® 2 offers three different online game modes. In all modes, two teams are pitted against each other.

team survival

This is a deathmatch-style game. The last team with members alive wins. If time runs out with members from both teams still on the map, the game ends in a draw.

Assault

One team attacks while the other defends itself. Several defensive lines structured around one or several defensive positions divide the battlefield. The attacking team must progress through the defensive lines by capturing defensive positions. Once a defensive position has fallen, the defending team cannot recapture it and must retreat to defend the next defensive line. Once the attacking team has captured all the defensive lines, it can win by capturing the defending team's base. The defending team wins if it can stave off the assault for the set duration of the game.

Supremacy

Two teams fight to gain ultimate supremacy on the battlefield.

Each team must attack to advance and win, while at the same time defending its positions.The battlefield contains several defensive positions linked by a computer network. Each team must find a way from its base to the other team's base via connected defensive positions.

A defensive position may only be taken by a team if it is open, in other words, if it can be linked to its own base. To take it, a team member must hack its computer. Each team must defend its defensive positions that are open to attack by the other team.

A team wins if it completes a link across the battlefield, from its base to the opponent's base. If the time expires before either team has gained supremacy, the game will end in a draw.

Game Menus

Lobby Menu

You can join several different game lobbies.

- **Join Game:** Find a game with an available spot that you can join quickly.
- **Search Game:** Find games that meet certain criteria.
- **Player List:** Access the list of all the players registered in your lobby.
- **Set Up:** (only avaible for the first client) allow the client to change the maps, the mods and switch off or on the"helpers".
- **Players:** Access the list of all the players registered in your lobby.
- **Launch:** This will force launch and start the game regardless of whether the other players are ready (only the First Client can use this button).

Start Menu

You can access this menu by pressing the START button at any time during the game.

- **Options:** Edit the settings related to your profile:
    - **Controller:** Adjust the game's Control settings.
    - **Audio:** Configure the game's Sound settings.
    - **Input:** Controller vibration, sensitivity, invert look.
- **Quit:** Return to the Lobby menu.
- **Resume:** Return to the game.

Technical Support

NEW: To serve you better, Ubisoft is now providing full ONLINE support, to solve your gaming problems quickly and efficiently.

Simply go to **http://www.ubi.com/uk** and visit the Ubisoft Frequently Asked Questions first!

By visiting our **FAQ** database, you can find exactly the same answers that are available to you by calling or sending web-mail to our support representatives. This service is free and available 24/7!

If for any reason you do not find the answer to your question, you can click on the Ask a question link in the **FAQ** to send us a web-mail, ensuring that we get all the important information on your system and your problem so we can answer correctly the first time.

Make sure to include all information on your system, your problem, and the game you are playing.

If you do not have internet access, Our support representatives can assist you from **9:00 am until 7:00pm, Monday – Friday** (excluding Bank Holidays) on Telephone: **0905-482-0109** Calls cost 30p per minute. Please be at your system when calling Ubisoft for support.

HINTS & TIPS

Looking for cheats to go up to the next level? Call us for Hints and Tips Telephone Number: **0906 643 0200**, available hours **9.00 am until 7.00 pm Monday – Friday** (excluding Bank Holidays) to speak to one of our representatives. Calls cost £1.50 per minute, please ask permission from the person who pays the phone bill before making the call.

The communication function of this product includes software developed by the NetBSD Foundation Inc. and it's contributors. For a complete list of contributors please see LIBEENET.TXT in the disc.
Where the LIBEENET.TXT file is included in the game somewhere accessible to view. For more information and/or to get the exact LIBEENET.TXT file, you should please contact the NetBSD Foundation Inc.
RSA BSAFE SSL-C and Crypto-C software from RSA Security Inc. have been installed.
RSA is a registered trademark of RSA Security Inc.
BSAFE is a registered trademark of RSA Security Inc. in the United States and other countries.
RSA Security Inc. All rights reserved.

DOLBY PRO LOGIC II

"Dolby" and the double-D Symbol are trademarks of Dolby Laboratories.

UK Warranty

Ubi Soft guarantees to the original buyer of the product that the compact disc (CD) supplied with this product shall not show any fault during a normal-use period of ninety (90) days from the invoiced date of purchase. Please return any defective product to; Ubi Soft Entertainment Ltd., Chantrey Court, Minorca Road, Weybridge, Surrey, KT13 8DU together with this manual and your registration card if you have not already sent it to us. Please state your full name and address (including postcode), as well as the date and location of purchase. You may also exchange the product at the place of purchase.

If a disc is returned without proof of purchase or after the warranty period has expired, Ubi Soft will choose either to repair or to replace it at customer expense. This warranty is invalid if the disc has been damaged through negligence, accident or misuse, or if it has been modified after acquisition.

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Take Ghost Recon® 2 to the next level!

Join the growing Ghost Recon® 2 community and get access to:

- Exclusive content and information
- Great competitions and prizes
- Privileged offers: collectors, limited edition...
- Exclusive hints and tips
- Meet new friends on the forums and get all the help you need!

Join us now at www.ghostrecon.com

NOTES

Customer Services Numbers

- **Australia** — **1300 365 911**

Calls charged at local rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

- **Österreich** — **0820 44 45 40**

0.116 Euro/Minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

- **Belgique/België/Belgien** — **011 516 406**

Prix d'un appel local. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

- **Danmark** — **70 33 70 00**

Man-Fredag 15-21; Lør-Søndag 12-15. Ring venligst kun til disse kundeservicenumre vedrørende hardwaresupport til PlayStation-produkter.

- **Suomi** — **0600–411911**

17.00-21.00 ma-to, 0.79 Euro/min. Tätä asiakaspalvelunumeroa voi käyttää vain PlayStation-tuotteiden laitteistotukeen liittyvissä kysymyksissä.

- **France** — **0820 31 32 33**

Prix d'un appel local - ouvert du lundi au samedi. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

- **Deutschland** — **01805 766 977**

0,12 Euro/minute. Rufen Sie diese Kundendienstnummern bitte nur an, wenn Sie Hardware-Support für PlayStation-Produkte benötigen.

- **Ελλάδα** — **00 32 106 782 000**

Εθνική Χρέωση. Παρακαλείστε να τηλεφωνείτε σε αυτούς τους αριθμούς του Τμήματος Εξυπηρέτησης Πελατών μόνο για θέματα υποστήριξης υλισμικού των προϊόντων PlayStation.

- **Ireland** — **0818 365065**

All calls charged at National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

- **Israel** — **09 971170**

Please call these Customer Service Numbers only for hardware support of PlayStation products.

- **Italia** — **199 116 266**

Tariffa Nazionale. Chiamare questi numeri del Servizio Clienti solamente se si necessita di assistenza relativa all'hardware dei prodotti PlayStation.

- **Malta** — **23 436300**

National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

- **Nederland** — **0495 574 817**

Interlokale kosten. Bel deze klantenservicenummers alleen bij hardwareproblemen met PlayStation-producten.

- **New Zealand** — **09 415 2447**

National Rate. Please call these Customer Service Numbers only for hardware support of PlayStation products.

- **Norge** — **81 55 09 70**

Mon-Fre 15-21; Lør-Søndag-12-15. Vennligst ring disse kundeservicenumrene bare for maskinvarestøtte i forbindelse med PlayStation-produkter.

- **Portugal** — **707 23 23 10**

Contacte-nos através destes números de Assistência ao Cliente para obter asitÊncia técnica (hardware) apenas para produtos da PlayStation.

- **España** — **902 102 102**

Tarifa nacional. Al llamar a estos números del Servicio de atención al cliente sólo obtendrá asistencia para los productos PlayStation.

- **Sverige** — **08 587 822 25**

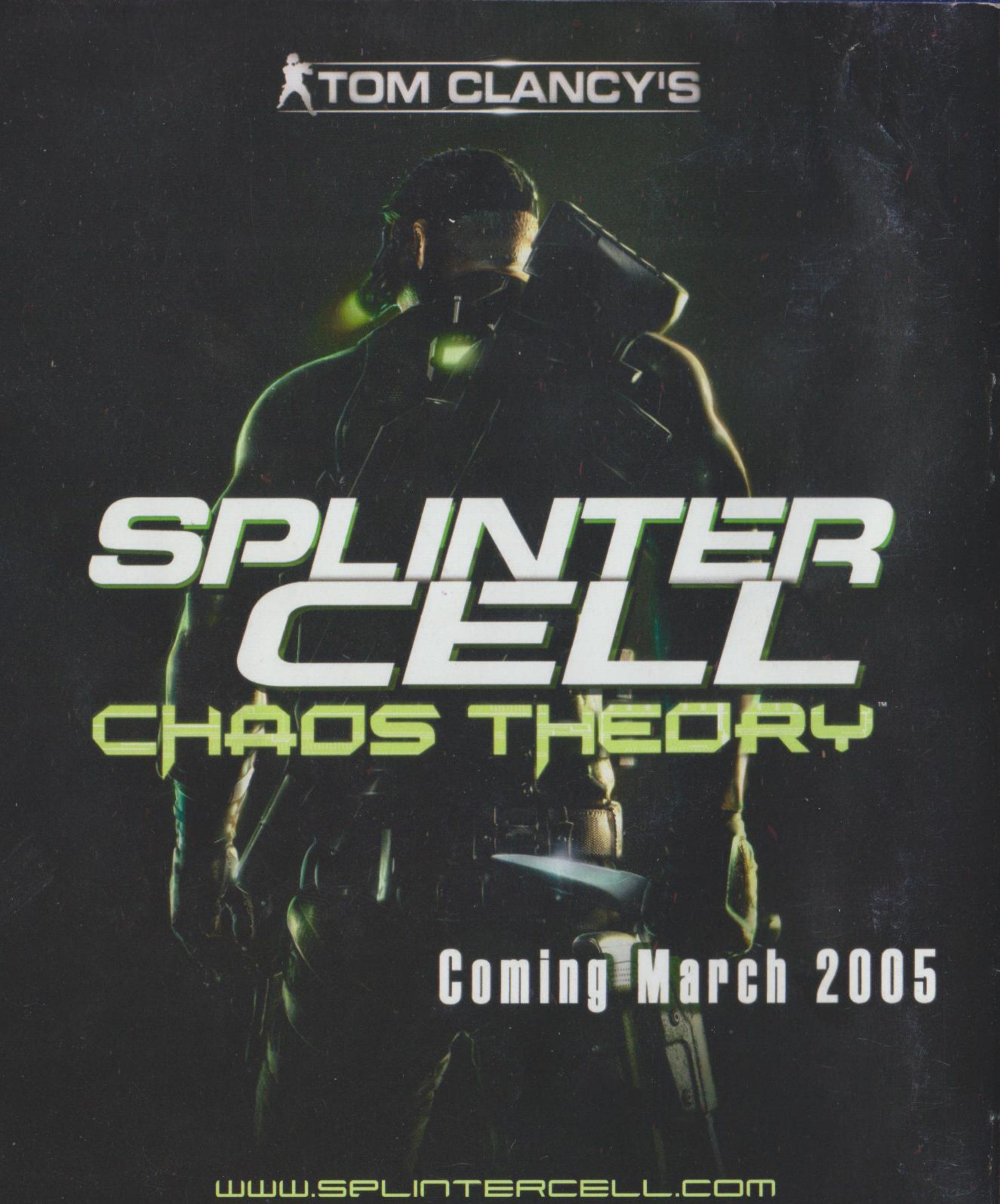
Mån-Fre 15-21, Lør-Søndag-12-15. Ring endast dessa kundservicenummer för maskinvarusupport av PlayStation-produkter.

- **Suisse/Schweiz/Svizzera** — **0848 84 00 85**

Tarif appel national / Nationaler Tarif / Tariffa Nazionale. Veuillez composer les numéros du service après-vente pour recevoir une assistance technique destinée uniquement aux produits PlayStation.

- **UK (network Gaming Only)** — **08702 42 22 99**
- **UK (all other enquiries)** — **08705 99 88 77**

National rate. Calls may be recorded for training purposes. Please call these Customer Service Numbers only for hardware support of PlayStation products.



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